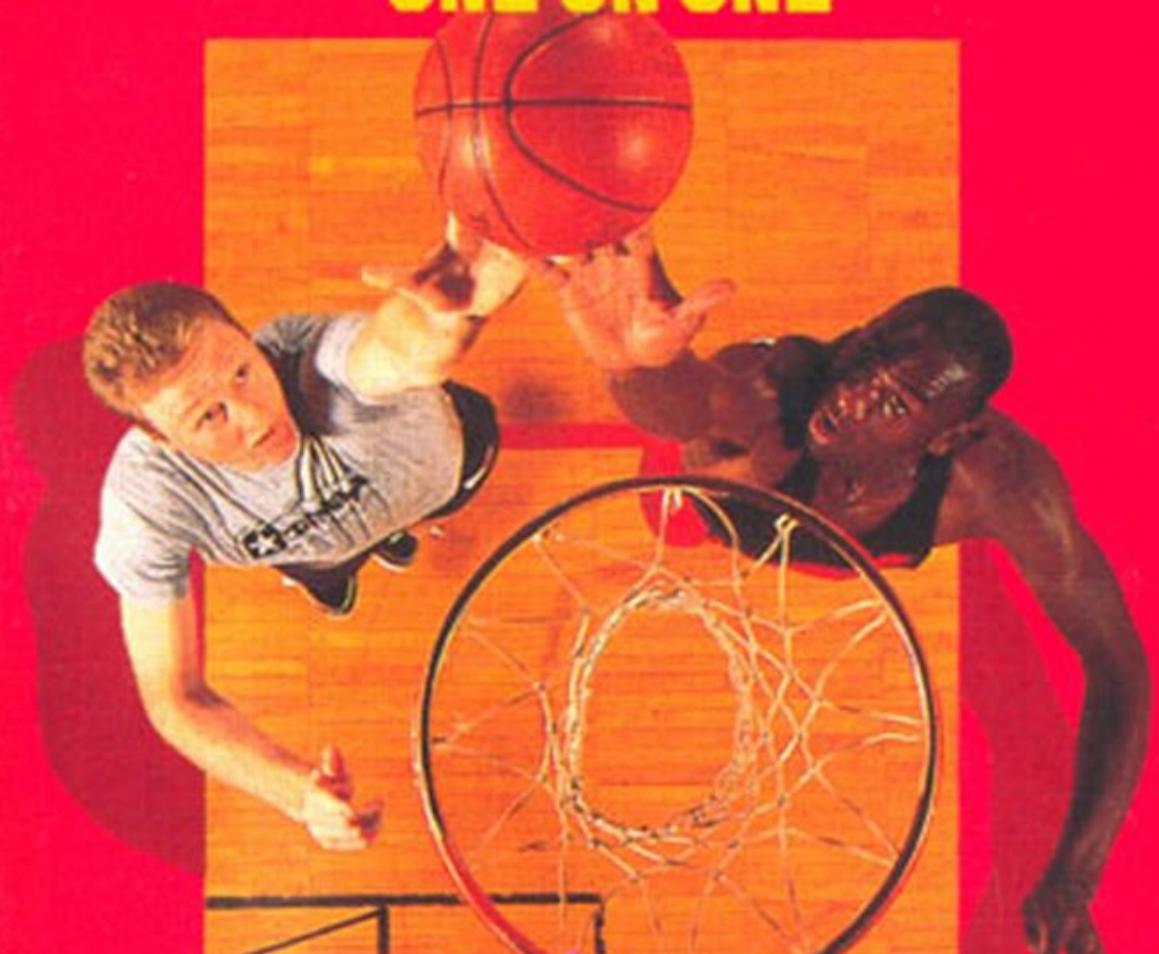
NES-OE-USA ★

JORDAN VS BIRD

ONE ON ONE™



INSTRUCTION MANUAL

JORDAN vs BIRD
ONE ON ONE™

1 to 4 Players

Thank you for selecting Milton Bradley's JORDAN vs BIRD: ONE ON ONE Game Pak! This cartridge includes 8 unique basketball challenges especially programmed for your Nintendo.

Please read this manual carefully as you learn to play the game.

MB®
MiltonBradley

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo®
for play on the

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ENTERTAINMENT
SYSTEM®

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PRECAUTIONS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

THE PLAYER OF THE DECADE VS THE "AIR" APPARENT!

The Shooter: Larry Bird. His turnaround and fadeaway jump shots leave a colorful blur of rainbows in your eyes. Nearly a decade into his award-laden pro-basketball career, Bird continues to prove himself an all-star performer who can swish the ball from almost anywhere on the court. Going shirt-to-shirt with the Shooter means battling one of basketball's best!

The Slammer: Michael Jordan. His aerial show seems to defy the laws of physics. But he's also a stealing, rebounding and point-making machine. Jordan's fast hands, devastating drives and all-around aggressive play make him one of basketball's most respected and entertaining players. It'll take a real shooting star to hammer the Slammer!

SWEET SPOTS, WEAK SPOTS AND SHOOTING PERCENTAGES

The computer-generated characters you're about to see were originally created with the help of Larry Bird and Michael Jordan. If you're a fan of Larry and Michael, you probably know how, when and where they like to shoot. So does the computer!

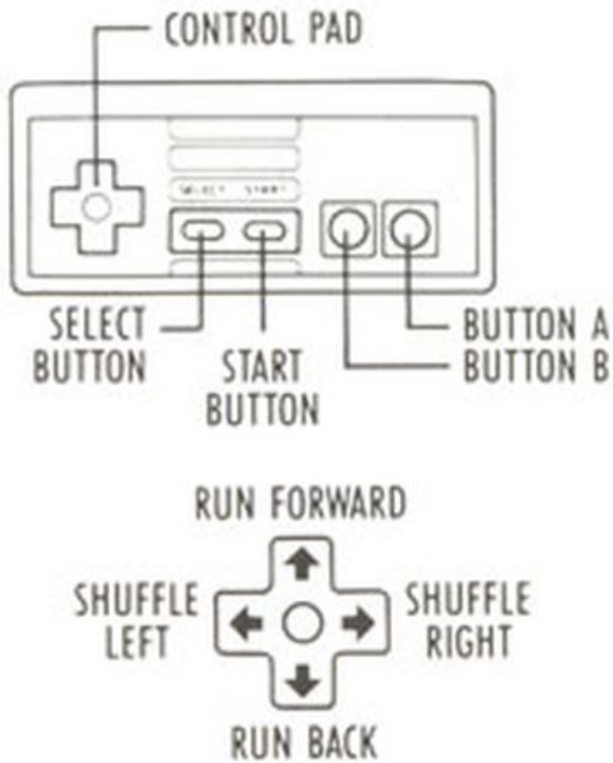
Each player's approximate sweet spots, weak spots and shooting percentages (guarded and unguarded) have been programmed in. Your score will depend on whether you're Michael or Larry, your timing, how well you're being guarded, and where you're shooting from.

USING THE CONTROLLERS

For complete controller instructions, see the individual game rules on pages 7-19.

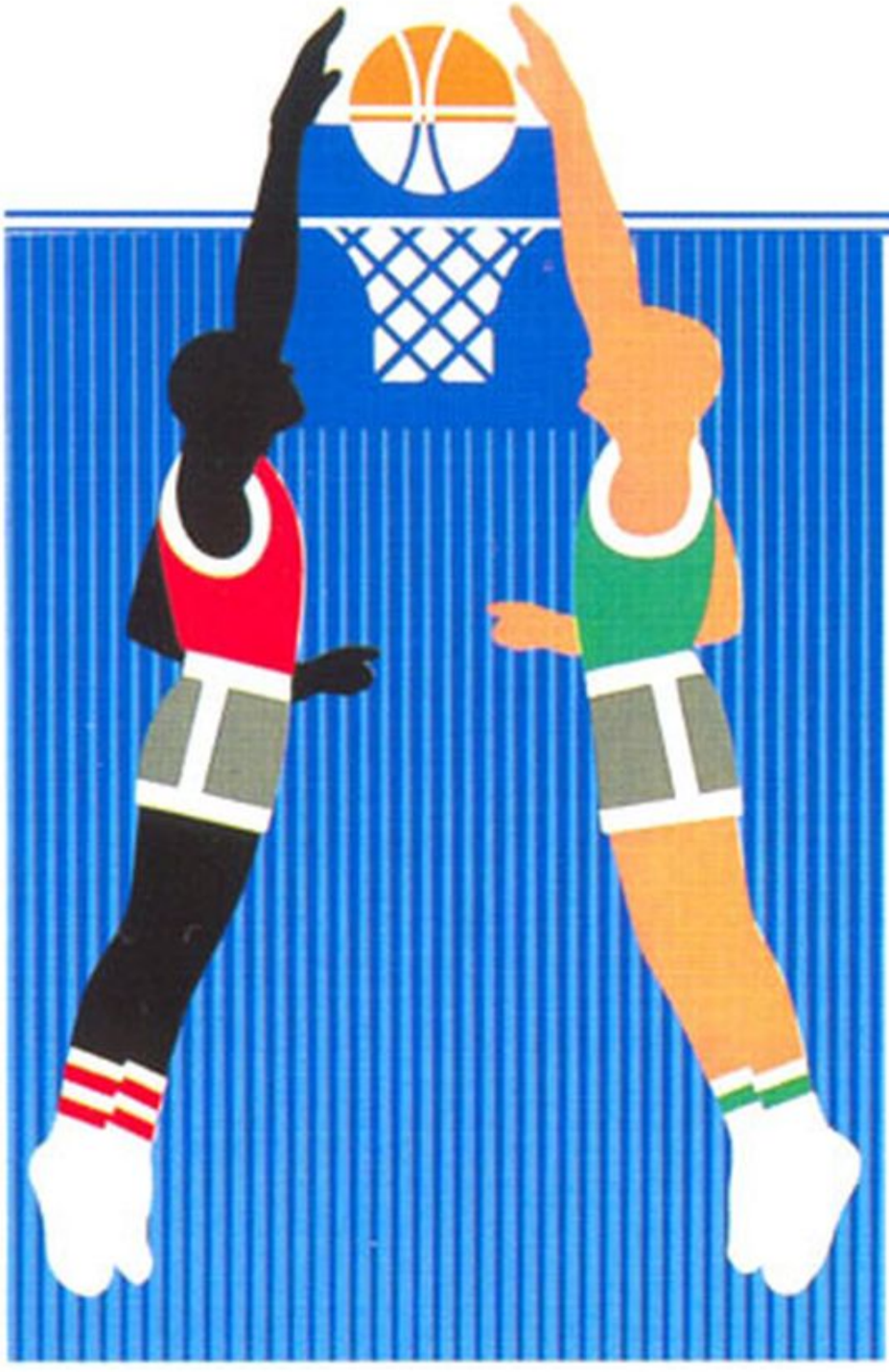
- To Move—See control pad at right.
- To Run Sideways—Press BUTTON B as you shuffle left or right.
- To Turn Around—Press BUTTON B while pressing the control pad UP or DOWN.
- To Set and Shoot—Press and hold BUTTON A, then release BUTTON A to shoot.
- To Jump—Press BUTTON A.
- To Steal the Ball—Press BUTTON B while facing the offensive player.
- To advance to the next screen, or return to the GAME OPTIONS screen during a game—Press START BUTTON.
- To call Time Out during a One On One game—Press SELECT BUTTON when the ball is not in play. To return to the action, press START BUTTON.

In a 2-player One On One game, use Controller 1 and Controller 2. For all other games, use Controller 1 only. If you use the NES Advantage, turn off the Turbo buttons.



GAME OPTIONS

When the title screen appears, press the START BUTTON to get the GAME OPTIONS screen. There are 8 game options: three One On One games, three Slam Dunk games and two 3-Point games. To select a game, press the control pad DOWN to move the basketball to the option you want, then press the START BUTTON. The individual game sections explain how to play each game.



ONE ON ONE GAMES

These 3 games pit Jordan against Bird. You are Michael or Larry; a friend or the computer is the other player.

Game Options

The ONE ON ONE game options are:

ONE ON ONE FULL GAME: You'll play four periods of 2, 5, 8 or 12 minutes each.

ONE ON ONE 15 OR 11: You'll play straight through to 15 or 11 points, with no time limit.

ONE ON ONE WARM UP: Players can practice one at a time, with no time limit.

The Set Features Screen

On the SET FEATURES screen, select each feature as described below.

SELECT PLAYER: JORDAN OR BIRD
For a Warm Up game, press BUTTON A to point the arrow to the player you want to be. Then press the START BUTTON (you don't need to set any other features).

For a Full Game or a 15 or 11 game, each player presses BUTTON A or BUTTON B to set his controller number (1 or 2) next to the player he wants to be. If you're playing the computer, set "C" next to your computer opponent.

Move the control pad DOWN to the next feature, and press BUTTON A to set it. When you're done setting the features, press the START BUTTON.

PLAY TO: For 15 or 11 games only. Select the length of your game to 15 or 11 points.

COMPUTER LEVEL: For games against the computer only. Choose from 4 levels of difficulty. (Level 1 is the toughest, Level 4 the easiest.)

LEVEL 1: Professional: The big time! Taking on the computer at this level is like playing a champion on his home court.

LEVEL 2: College: Play isn't quite so intense. It's just a little easier to steal, block, and grab those rebounds.

LEVEL 3: Varsity: Defense loosens up. You can get away with a few cheap shots and free fouls.

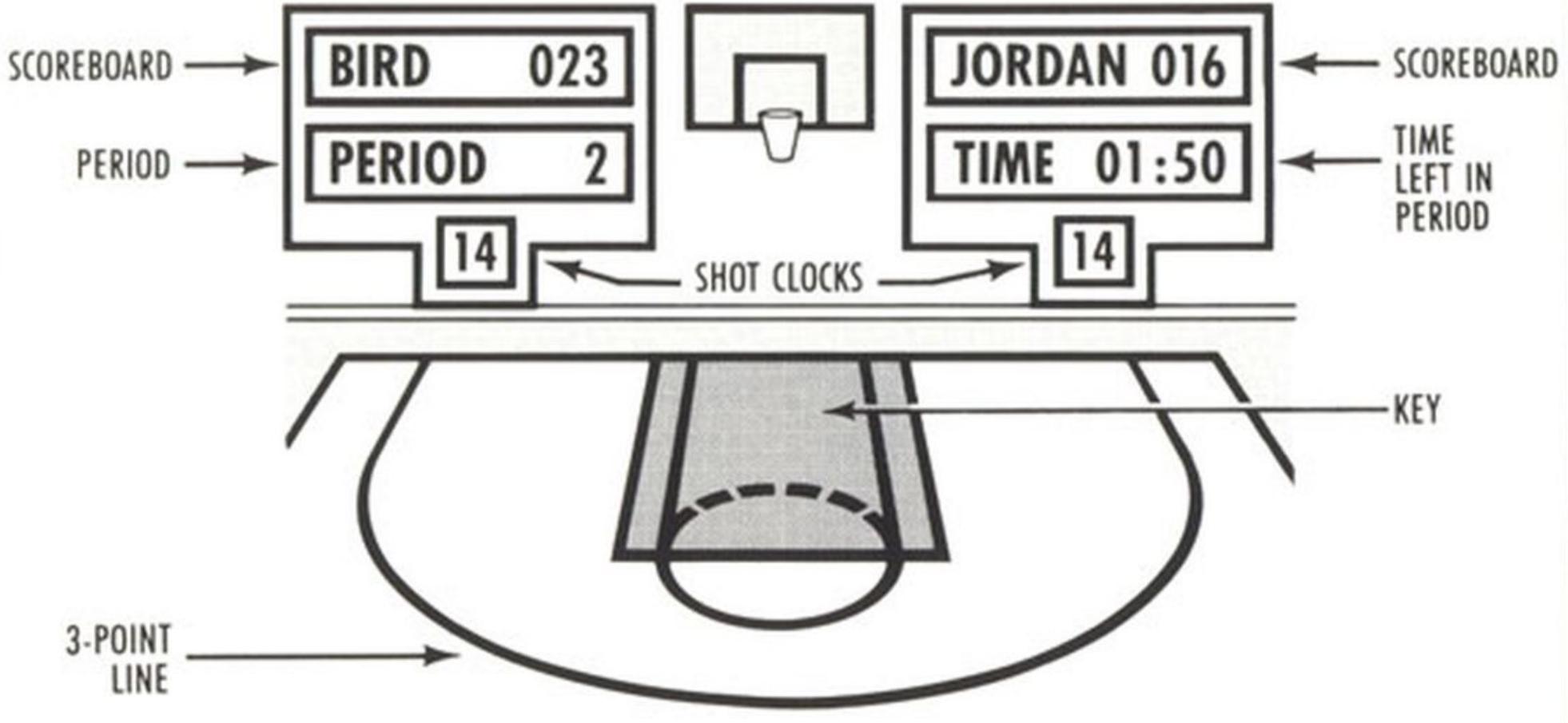
LEVEL 4: Schoolyard: This one's for beginners, but don't get cocky! It's not easy to beat Michael or Larry, even at this level!

WINNER'S OUTS: Choose YES to keep the ball after scoring a basket; choose NO to turn the ball over to the defense.

FOULS: Choose YES to have fouls called; choose NO for a no-fouls game. Fouls are explained on page 11.

PERIOD LENGTH: For the Full Game only. Choose 2, 5, 8 or 12 minutes for each of the four periods of play.

A Look At The One On One Court



Violations

If a violation is called against the offensive player, the defensive player gets the ball and the shot clock is reset to 24 seconds. Violations are called even in a NO FOULS game. They are:

- *Traveling*—You jump to shoot, but don't release the ball before your feet hit the ground. Or you dribble, stop to fake, then dribble again.
- *Violating the 24-Second Clock*—You don't get a shot off before the clock runs out.
- *Failing to Clear the Ball*—If you get a defensive rebound or steal the ball in the key, you must take the ball outside of the key before you can shoot. (You can return to the key to shoot as long as you've cleared the ball first.)

Fouls

The offensive foul is *charging* (body contact with the defensive player). The defense gets the ball and the shot clock is reset to 24 seconds.

The defensive foul is *blocking* (body contact with the offensive player). The offense keeps the ball and the shot clock is reset to 24 seconds.

Michael: "Larry fouls all the time, but it's not that obvious. He gives a little bump and falls away."

Larry: "Most fouls are committed because players are caught by surprise. Either they haven't studied their opponent's offensive moves, or they aren't concentrating."

Scoring

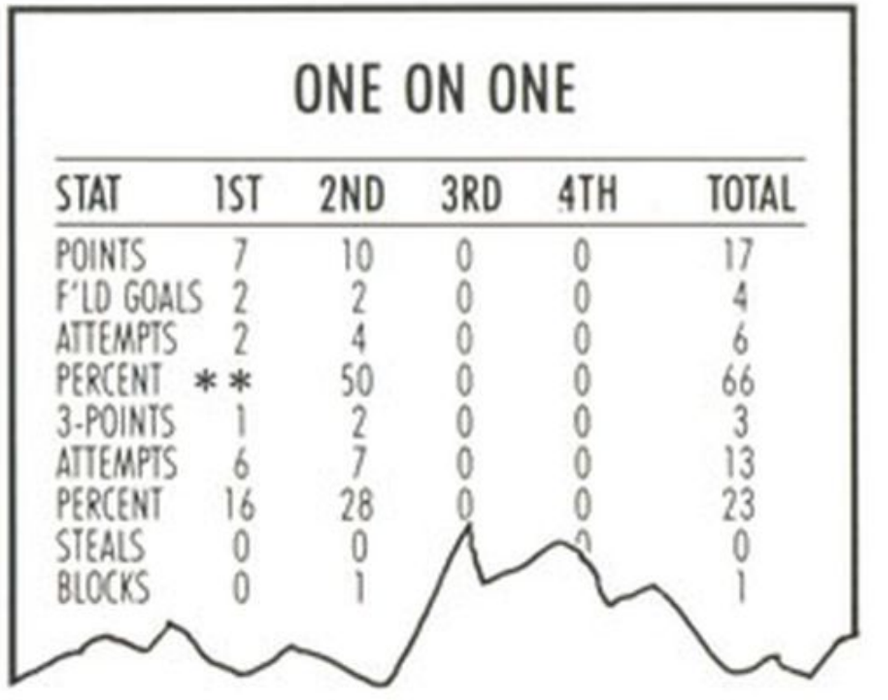
ONE ON ONE FULL GAME: A successful shot from *outside* the 3-point line is worth 3 points; any other successful shot is worth 2 points.

ONE ON ONE 15 OR 11: A successful shot from *outside* the 3-point line is worth 2 points; any other successful shot is worth 1 point. There's no deuce (you don't have to win by 2 points).

The Stats Screen

At the end of each period, the STATS screen will appear. (You'll see the STATS screen when you call Time Out, too). This screen shows the current score and statistics for each player. Your stats will tell you why you're winning or losing, and what you can improve on.

After looking at the STATS screen, press the START BUTTON.



ONE ON ONE

STAT	1ST	2ND	3RD	4TH	TOTAL
POINTS	7	10	0	0	17
F'LD GOALS	2	2	0	0	4
ATTEMPTS	2	4	0	0	6
PERCENT	**	50	0	0	66
3-POINTS	1	2	0	0	3
ATTEMPTS	6	7	0	0	13
PERCENT	16	28	0	0	23
STEALS	0	0			0
BLOCKS	0	1			1

NOTES: "**" in the percent column indicates 100 % . The "Total" column totals your stats for all periods played.

SLAM DUNK GAMES

These 3 games feature Michael Jordan, the Sultan of Slam. Michael won the NBA All-Star Slam Dunk Contest in 1987 and 1988, which makes him an expert on rim bending and air walking.

Game Options

The Slam Dunk game options are:

SLAM DUNK CONTEST: Up to 4 players can compete. In a 1-player game, it's you against the computer Michael.

SLAM DUNK WARM UP: You can practice dunks over and over again.

FOLLOW THE LEADER: Take a slam dunk course from Michael himself! Watch the computer Michael dunk, then try the same dunk yourself.

Slam Dunk Contest

On the SET FEATURES screen, press BUTTON A to select the number of players (1, 2, 3 or 4). Then press the START BUTTON.

Choose Your Dunk: The Slam Dunk screen shows 10 different dunks. To select one of them, press the control pad UP, DOWN, LEFT or RIGHT. Then press the START BUTTON.

How to Dunk: Press BUTTON A as you run toward the basket; release BUTTON A to complete your dunk.

Each dunk has a specific take-off location. In the Follow The Leader game, the computer Michael will show how each dunk is done.

Scoring: You get 30 seconds to complete a dunk. Each of the 5 judges awards up to 10 points for a dunk. A perfect dunk scores 50 points!

The Slam Dunk Contest is played in rounds. Press the START BUTTON to move to the next round.

1-Player Game: You'll play 3 Final Rounds against the computer Michael. Each player gets 1 dunk per round; the high scorer wins.

2-, 3- and 4-Player Elimination Games: A 4-player game starts with the Preliminary Rounds. Each player gets 2 dunks; the low scorer is eliminated. Then you move on to the Semi-Finals, which is where you start in a 3-player game. Each player gets 3 dunks; the low scorer is eliminated. The last 2 players go to the Finals, which is where you start in a 2-player game. Each player gets 3 dunks; the high scorer wins!

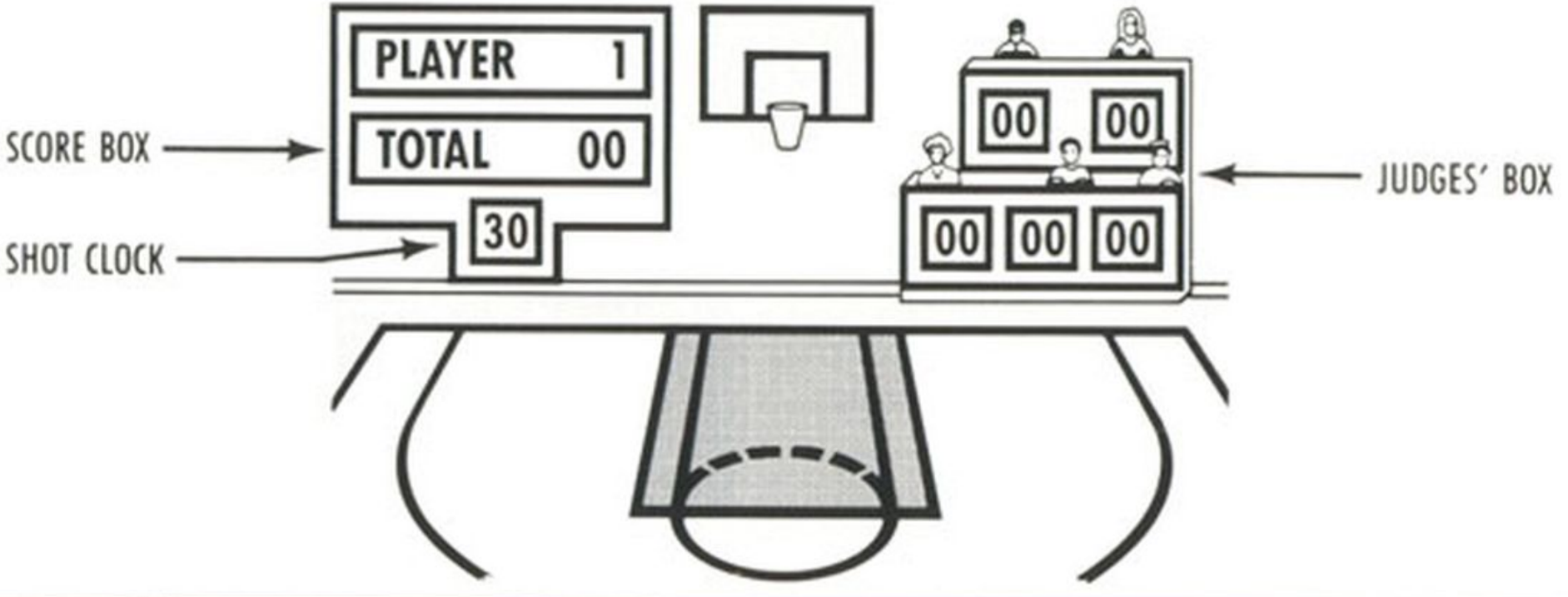
Slam Dunk Warm Up

Choose a dunk to practice. BUTTON B returns you to the Slam Dunk screen; the START BUTTON returns you to the GAME OPTIONS screen.

Follow The Leader

The computer Michael dunks; then you try the same dunk. The START BUTTON returns you to the GAME OPTIONS screen.

A Look At The Slam Dunk Court

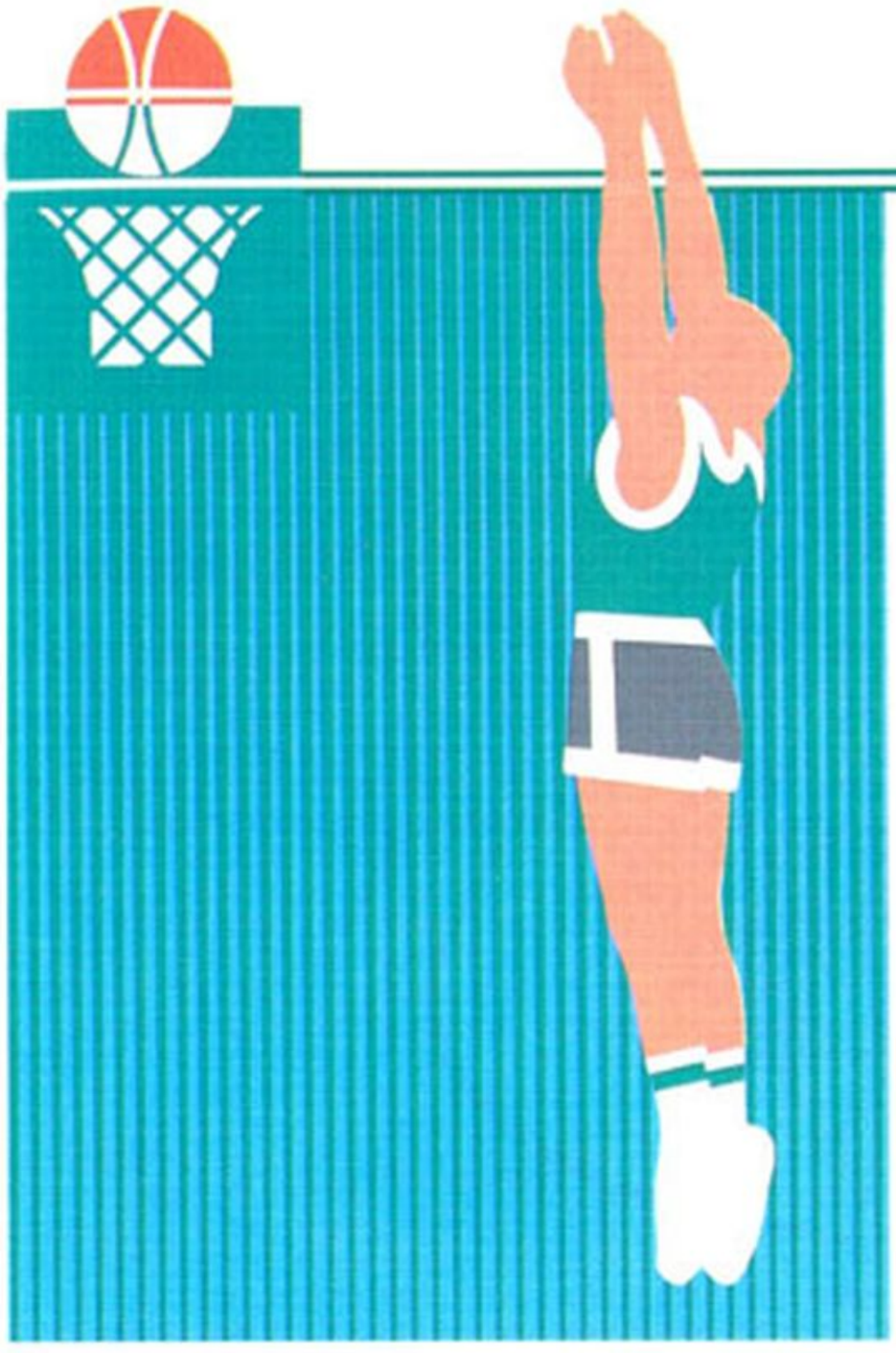


THE EVOLUTION OF MICHAEL'S DUNK

"In my neighborhood, we had goals that were lower than 10 feet. If you could reach the basket, then you could start getting the timing down—that's when creativity became a part of it. You get the timing down and it's not long before you start looking good.

I was barely dunking in the 9th grade and I wasn't dunking forcefully until 11th. My first dunk was in a high school JV game and it was a mistake! I didn't think I was high enough, but I found out that I was. I was actually going for a lay up. The guys called it 'the baby dunk.' I couldn't do it during practice. In the game situation, the intensity was so high, I was able to do it. I was happy about the dunk, but we still lost the game.

How do I create the dunks I do? It's sort of like the first one—it just happens when I'm in the air. I don't know I can do it till I've done it. I create most of my dunks as I'm doing them in a game."



3-POINT GAMES

This is Larry Bird's domain. You can't win three NBA All-Star 3-Point Contests by tossing up duds from behind that huge semi-circle!

Game Options

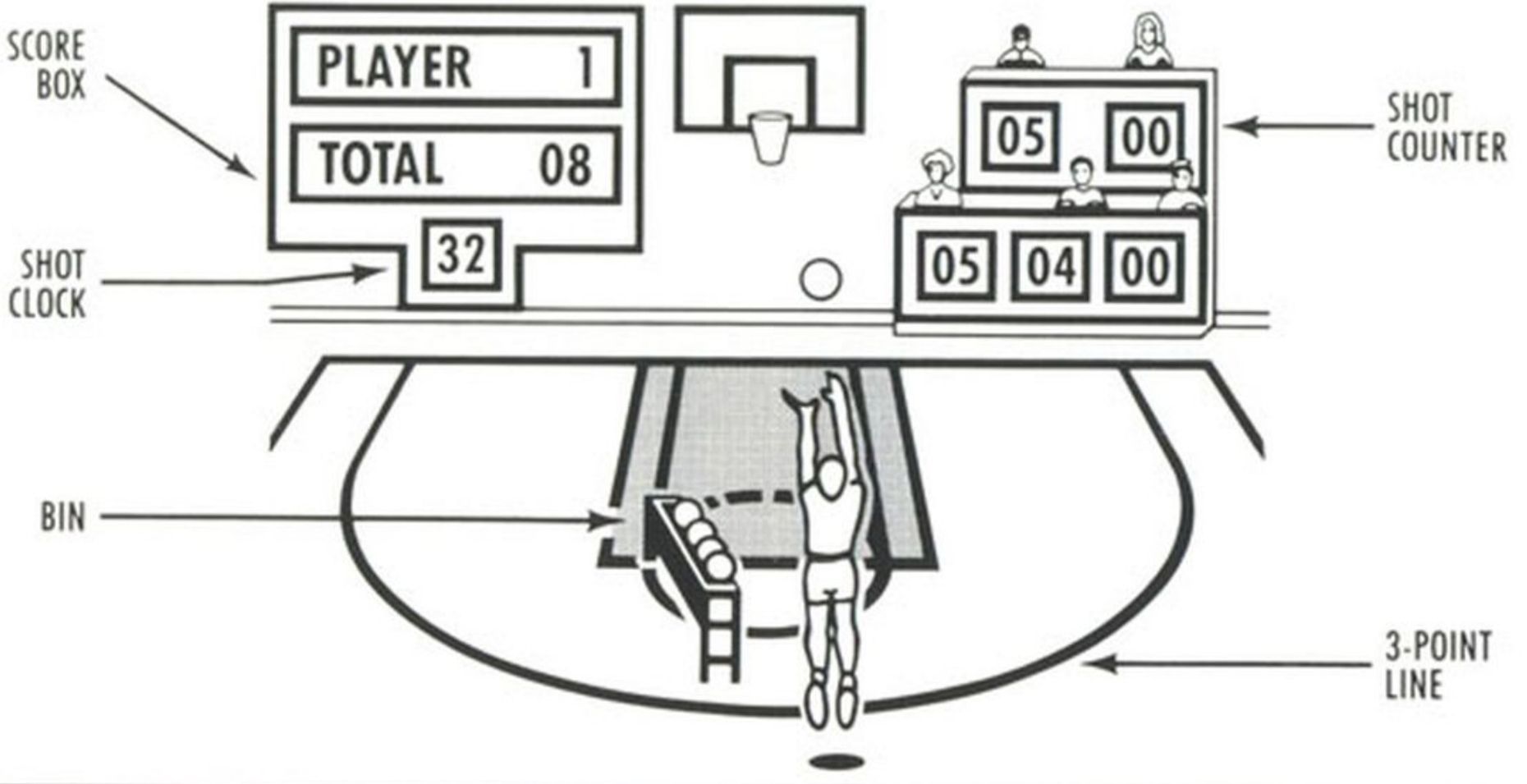
The 3-Point game options are:

3-POINT CONTEST: Up to 4 players can compete. In a 1-player game, it's you against the computer Larry. Each player gets 60 seconds to shoot 25 balls (5 balls each from 5 bins).

3-POINT WARM UP: Practice 3-pointers without any time limit.

For the 3-Point Contest, press BUTTON A on the SET FEATURES screen to select the number of players (1, 2, 3 or 4). Then press the START BUTTON.

A Look At The 3-Point Court



How to Shoot

To pick up a ball, press BUTTON A. To shoot it, press BUTTON B. Once you've shot all five balls from one bin, quickly move to the next bin and continue shooting. The shot counter keeps track of how many balls you've shot from each bin.

In this game, speed and accuracy are equally important. Larry hit 17 baskets during the 3-Point Contest in the 1988 All-Star game. Can you shoot 25 winners before time runs out?

Scoring

Each successful shot is worth one point, except for the last ball in each bin—"the money ball." Each money ball is worth *two* points. A perfect score for one round is 30 points.

Rounds of play in the 3-Point Contest are the same as in the Slam Dunk Contest; see page 14 for details.

OFFENSIVE NOTEBOOK

Michael's Tips

"I'm a better shooter coming off the dribble than I am a stand-still jump shooter. I'm a better shooter if I can take the dribble this way or that way and go up for the jump shot.

The jab step is a weapon I use to keep the defense honest. If he's playing me for the drive—he's playing me close up—I use the jab step as if I'm going to fake for a drive. If he retreats, he opens me up for the jump shot and gives me more room to operate. If I jab step and he stays, that's my key to go past.

If Larry's playing me, he'd probably play me off of the drive so I'd take the jump shot. If my jump shot isn't falling, I'd close in on him and back him in until he's close to me. Then I can use my quickness to get past him.

Use the crossover step in combination with your fake jumper. If Larry plays up for the jump block, spin around him and drive for the jam. If he plays for the drive, advance with your back to him and position yourself to either use the turnaround jumper if he plays off you, or step and slam if he's too close.

Of course, I could always show him my aerial 360."

Larry's Tips

"The difference between a shooter and a scorer is this: a shooter puts the ball up every time he has an open shot; a scorer puts it up only when he has the best shot. To become a good shooter, you have to do three things: practice how to shoot, learn where the good shots are, and learn when to shoot.

Once I practiced enough to get down the fundamentals, I practiced to refine my skills so I could execute them without thinking. Once I refined my basic skills, I started to practice putting them together in effective combinations, like putting my shooting and dribbling together with fakes and moves to the basket.

Watch out for Michael's quickness. Try to get him off balance with jabs and fakes and get in position to shoot from the top of the key. I like to use my turnaround jump shot as an offensive weapon. If he plays on me, I'd back in, turn around, and shoot quickly.

Or maybe I'll just nail one."

DEFENSIVE NOTEBOOK

Michael's Tips

"Larry can shoot it from any stance. He's got one of those fake shots where he can fake it but look like he's going to shoot it. That gets me off my feet so he can use that quick move of his to go past. When you think he won't shoot it, he will shoot it. When you think he will shoot, he won't shoot. I'd force him to drive by, playing him close and denying his jump shot.

How do I decide when to steal or when to block? It's a gamble. If Larry goes for the steal, he's going to pay for it if he doesn't get the ball. And if he steals it, I'm the one in bad shape. I think I'd rather get the steal because then I'm in control of the ball. I go for the steal when the ball is clearly in my vision, like when the offensive player has a mental lapse and puts it in my face. If I don't get the steal but make the block, hopefully I'll pick it up.

If it's between blocking and rebounding, I'm getting in his face. If Larry is open, there won't be a rebound. If he does get a shot off and you do have to go for the rebound, you'll have to box him out so he can't get to the ball. Luckily in one on one, you don't have to worry about another man getting to the ball."

Larry's Tips

"Fundamentally, defense is a simple skill. It amounts to keeping your body positioned between your opponent and the basket. It's about as simple as that. But mentally, defense is tough. You've got to use your mental toughness to constantly push your body around the court so it says 'no' to your opponent.

I jump on jump shooters. I move in on jump shooters until we're shirt-to-shirt. I use a wide stance so if the shooter decides to forget the shot and try and drive around me, he'll have to work at it. With Michael, it's different. He's so quick I tend to play him off to stop his drive. If I see him square up, I'll move in. Going for a steal against Michael is dangerous. If you commit and miss, he's by you in a flash—and in the air for the slam.

Shot blocking is a spectacular defensive play. It's a defender's greatest moment. It's a shooter's worst. Whenever you see you can block a shot without fouling the shooter, go ahead, put it in his face.

If I see a player likes to shoot from particular areas of the court, I try to beat him to his spot. I keep him out of his shooting positions. If Michael seems to favor a spot, I'll see him there."

PLAYER PROFILES

Larry Joe Bird

Born: December 7, 1956 in West Baden, Indiana
Height: 6'9"
Weight: 220 lbs.
High School: Springs Valley, French Lick, Ind.
Colleges: Indiana University, Bloomington, Ind.; Indiana State University, Terre Haute, Ind.
Drafted by Boston on first round as junior eligible, 1978 (6th pick)

It would be one thing to be a hot offensive player, hitting the three pointers, driving for those high percentage shots. It would be another to be a great defensive player, sticking to your man like gum on a hot sidewalk, denying the ball with outrageous frequency. It would, yet again, be another thing to be a team player, passing the ball when you see the open man, setting up the plays that bring the team together. It would take a Larry Bird to be all of this.

During Bird's first nine years in the NBA, he has taken the opportunity to use each year to prove himself the amazing all-around player that he is. His successes run on like a Wall Street ticker tape: NBA Rookie of the Year, 1980...NBA All-Rookie Team, 1980...NBA All-Star Game MVP, 1982...NBA Most Valuable Player, 1984-1986...Named to All-NBA First Team, 1980-1988...Member of NBA championship teams, 1981, 1984, 1986...NBA Playoff MVP 1984, 1986...NBA playoff record for most points in one year, 1984...NBA all-time three-point field goal leader...and this is just a partial list.

The 1987-1988 season brought more: Third overall in the NBA scoring...Second in free throw percentage...Career highs in field goal percentage, free throw percentage, and scoring average...NBA All-Star 3-Point Contest Winner, 1988.

Michael Jeffrey Jordan

Born: February 17, 1963 in Brooklyn, N.Y.
Height: 6'6"
Weight: 195 lbs.
High School: Laney, Wilmington, N.C.
College: University of North Carolina, Chapel Hill, N.C.
Drafted by Chicago on first round as an undergraduate, 1984 (3rd pick)

The size 34 shorts two inches extra long. The single wristband midway up the left forearm. The pink tongue. Who else would these little oddities belong to but a unique player whose "love of the game" clause lets him play basketball anytime he wants?

From the day the North Carolina freshman hit the jump shot that clinched the NCAA championship in 1982, Jordan has never let up on the basketball throttle.

Jordan burst onto the professional basketball scene only a few years ago, but the talented guard has already put his name at the top of numerous lists—both for his record-breaking stats and in recognition of his all-around great play. Some of his accolades include: NBA Rookie of the Year, 1985...NBA All-Rookie Team, 1985...Led NBA in scoring, 1987-1989...NBA All-Star MVP, 1988...First player to get over 100 blocked shots and win the scoring title, 1988...Leading vote-getter for the NBA All-Star Game, 1988...Defensive Player of the Year, 1988...NBA Most Valuable Player, 1988...NBA All-Star Game Slam Dunk Champ, 1988.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designated to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment OFF and ON, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antennae
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

MILTON BRADLEY COMPANY LIMITED WARRANTY

Milton Bradley Company warrants to the original purchaser only, that the software program coded on the cartridge provided with this manual will perform in accordance with the description in this manual when used with the specified equipment for a period of ninety (90) days from the date of purchase. If the program is found defective within 90 days from the date of purchase, it will be replaced. Simply return the cartridge to Milton Bradley Company along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser except for the cost of returning the cartridge is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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